

ABSTRACT

Rearing simulation game apparatus for a virtual living thing (VLT), as an interactive electronic game with categories of a VLT at every rearing stage increased to variegate game development. A state parameter processor A increases and decreases a "care" parameter representative of a degree of "care" in response to completeness of an operation responsive to a player request, and calculates a "metamorphosis" parameter based on the "care" parameter. Rearing stage processor D selects one category out of a plurality of categories of the VLT lodged in the succeeding rearing stage in accordance with the metamorphosis requirements depending on the "metamorphosis" parameter calculated and the metamorphosis reference value set peculiarly to the "category" of the VLT in the present rearing stage. Rearing state display is provided in terms of a numerical value or figure based on a parameter or a category of the VLT designated by the request operation for the display.